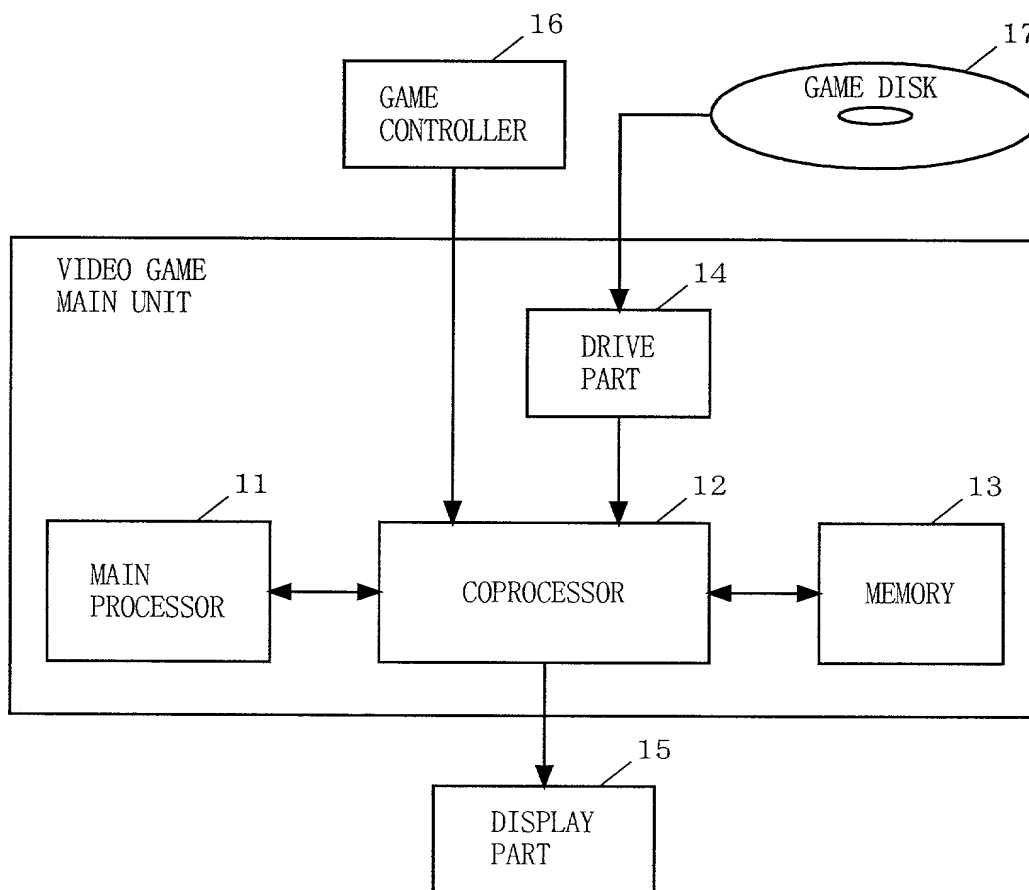


FIG. 1





F I G. 2

MEMORY MAP OF MEMORY 13

| |
|---|
| PROGRAM AREA |
| IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA |
| OBJECT PLACE DATA AREA • LAND OBJECT PLACE POSITION DATA • WATER SURFACE OBJECT REFERENCE POSITION DATA |
| COMPUTATION BUFFER |
| OBJECT LIST AREA |
| FRAME BUFFER |
| OTHERS |

F I G. 3

MEMORY MAP OF GAME DISK 17

| |
|---|
| MAIN PROGRAM AREA |
| OBJECT GENERATING PROGRAM AREA |
| OTHER PROGRAM AREA |
| IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA |
| OBJECT PLACE DATA AREA • LAND OBJECT PLACE POSITION DATA • WATER SURFACE OBJECT REFERENCE POSITION DATA |
| SOUND DATA AREA |
| OTHERS |

FIG. 4

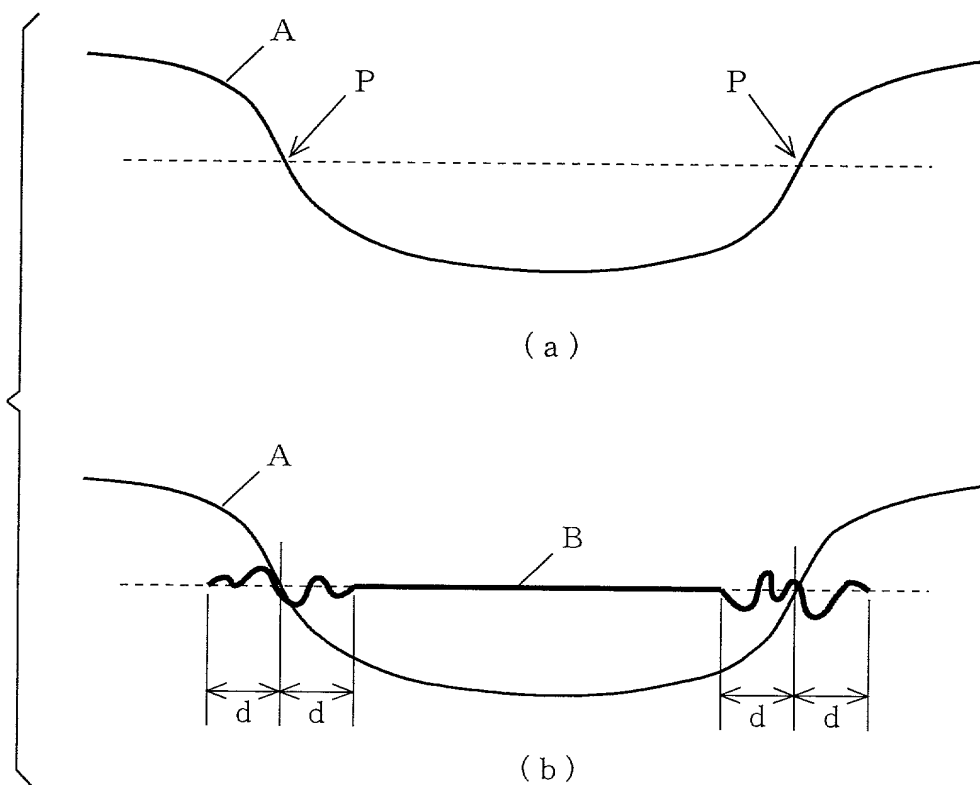


FIG. 5

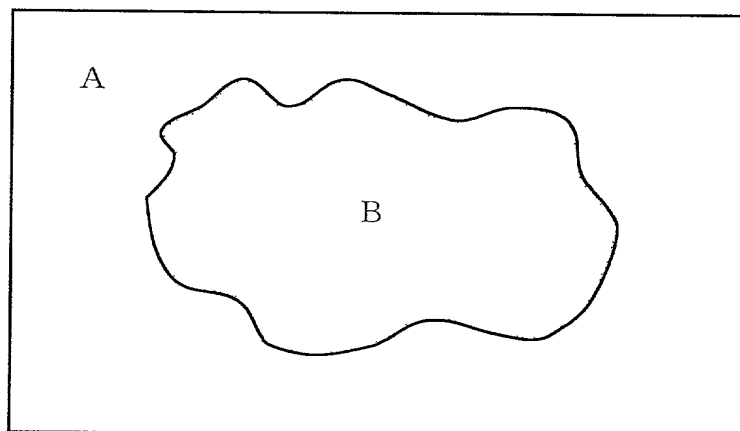
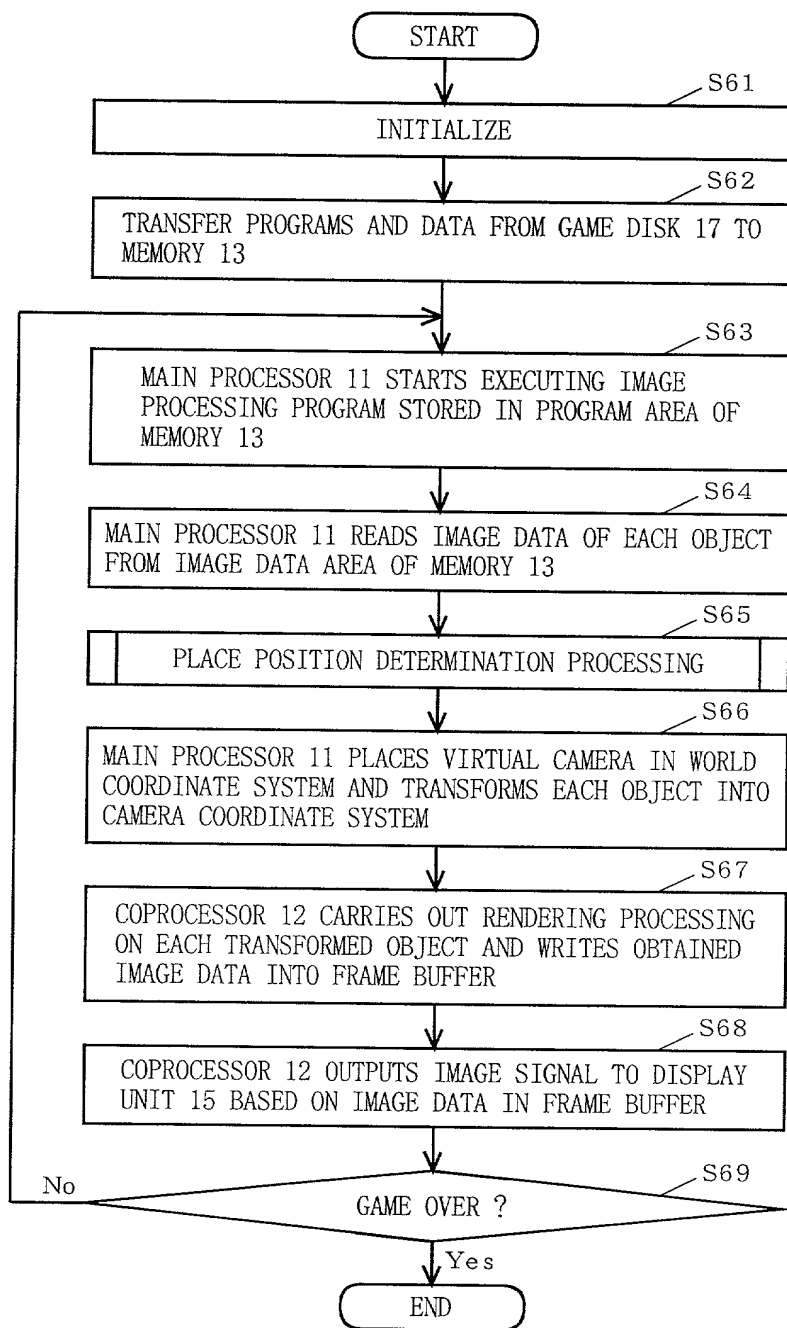


FIG. 6



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FIG. 7

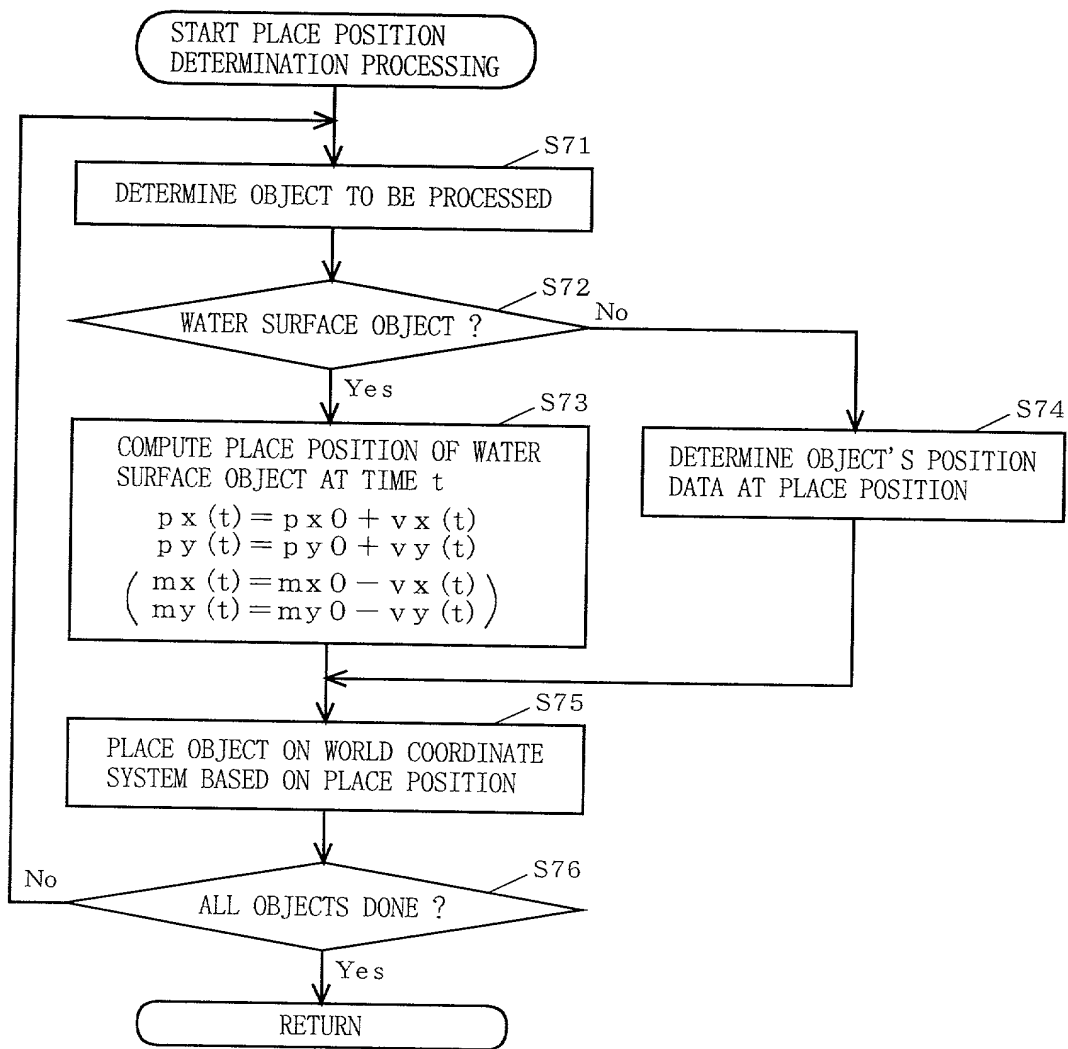
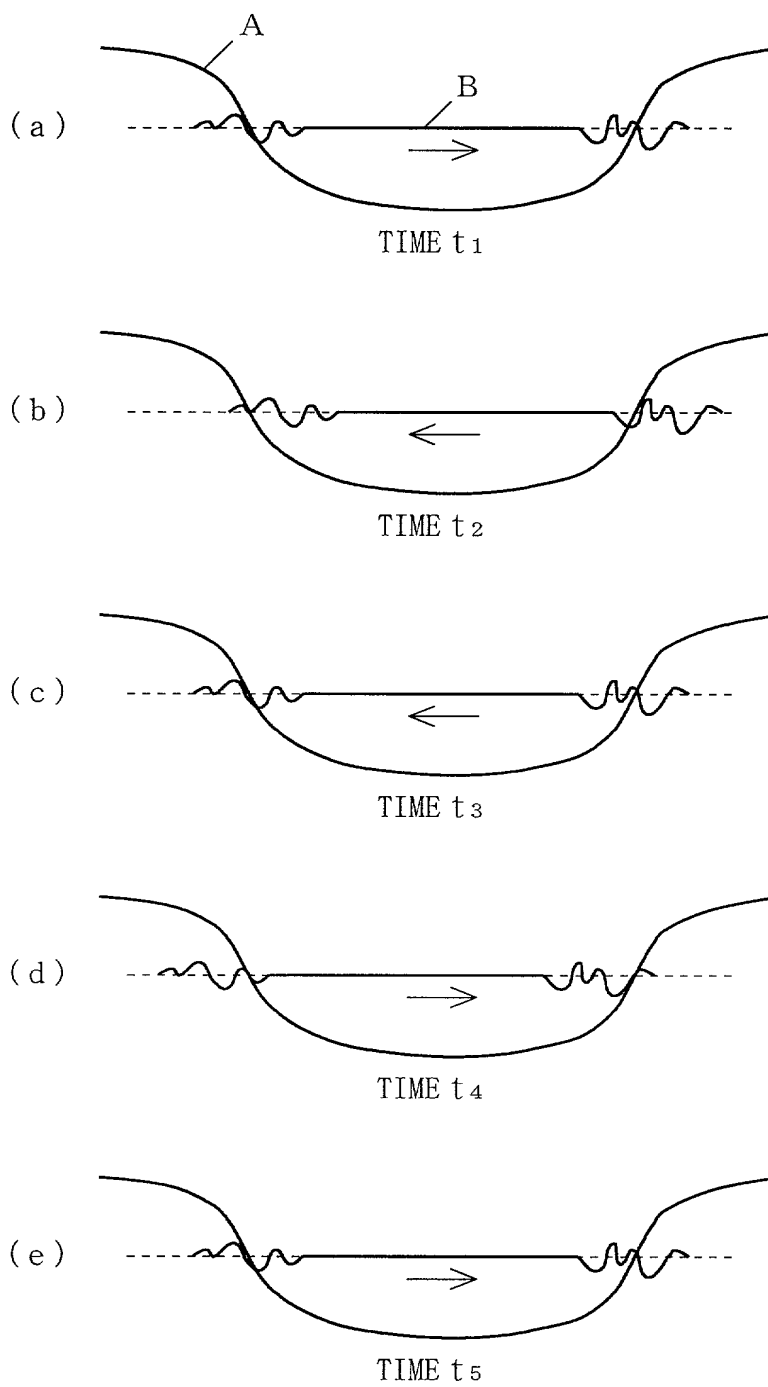
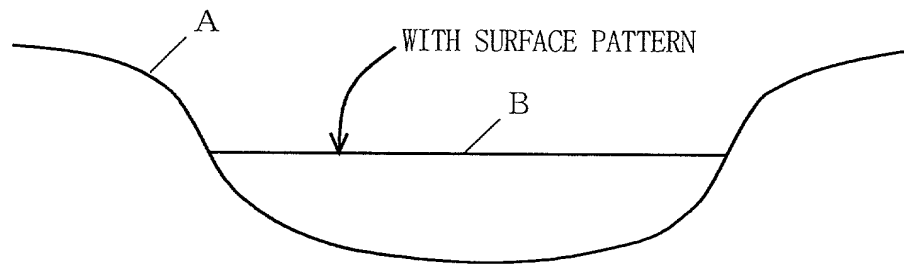


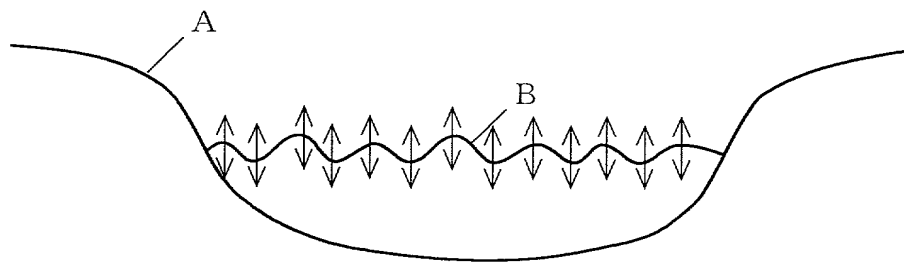
FIG. 8



F I G. 9 A PRIOR ART



F I G. 9 B PRIOR ART



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